

Imad Al Bekai

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SUMMARY

Third-year Computer and Communication Engineering student at Lebanese University with strong foundations in machine learning, embedded systems, and software development. Experienced in CNN-based neural signal analysis and full-stack system development, with growing interest in hardware–software integration. Built projects using TensorFlow, C++, and Unity. Seeking opportunities to contribute to intelligent systems development within collaborative engineering environments.

PROJECTS

Brain Signal Decoding · Python/TensorFlow GitHub:<https://github.com/imadalbekai/Brain-Signal-Decoding-Model>

- Built CNN and regression models to decode visual stimuli from neural data
- Research project at Arabs in Neuroscience summer school
- Compared deep learning vs. interpretable models across brain regions

Embedded Game System (In Progress) · C++/Arduino (in progress)

- University course project — hardware-controlled mini-game with screen and inputs
- Mixing embedded systems with real-time interaction

Web Marketplace · Flask/JavaScript/MySQL (3 months)

- Full-stack platform for designers to sell digital work
- Login, database, frontend (but hosting lost now)

Brick Breaker Game · Unity/C# GitHub:<https://github.com/lu-projects/ulfg-brickbreaker>

- Built from scratch with a creative/ironic twist for university OOP course (2026)
- Physics, scoring system, UI — actually works

EXPERIENCE

Research Intern at Arabs in Neuroscience Aug 2024

- Summer school program — applied ML and CNN to brain signal data
- Presented results at end of program

Tutor at Studify + Private

2025–2026

- Math, physics, programming for pre-med and first-year university students

EDUCATION

Computer & Communication Engineering – 3rd year Lebanese University

SKILLS

ML/AI: TensorFlow, CNNs, Scikit-learn, OpenCV

Embedded: C++, Arduino, Signal Processing

General: Python, C#, Unity, Flask, Git, MySQL, MATLAB, AutoCAD

CERTIFICATIONS

- CS50's Introduction to Artificial Intelligence with Python – Harvard University
- Machine Learning – IEEE Student Branch ULFG III